TOMY TUTOR™

HOW TO PLAY

SCRAMBLE

® Konami

GET READY

Be sure your computer is hooked up correctly.
See your owner's manual for details.

- Insert **SCRAMBLE** game cartridge *before* you turn the computer on. Make sure the label is facing you.
- Turn the computer and TV set on.
- When color bars appear, press any key. Then press [↓] twice, to make the finger point at "CARTRIDGE."
- Press [RT]

OBJECT OF THE GAME

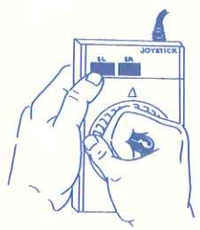
Fly over mountains and through armed cities to reach the enemy command ship, which is protected by a wall of missiles. Shoot down rockets and flying saucers in the air, and oil supplies and tanks on the ground. Don't fly into the indestructible "Meteor" missiles!

HOW TO START

- Press [1] or [2] on the keyboard to set the number of players.
- Press [SL] or [SR] on the *left* controller to set the skill level.
  —[SL] is for the "Amateur" (easy) game.
  —[SR] is for the "Pro" (hard) game.
- Wait for the PLAYER-1 message to disappear, then start flying!
  —In 1-player games, use the *left* controller.
  —In 2-player games, the player with the *left* controller has the first turn.

HOW TO USE THE CONTROLLERS

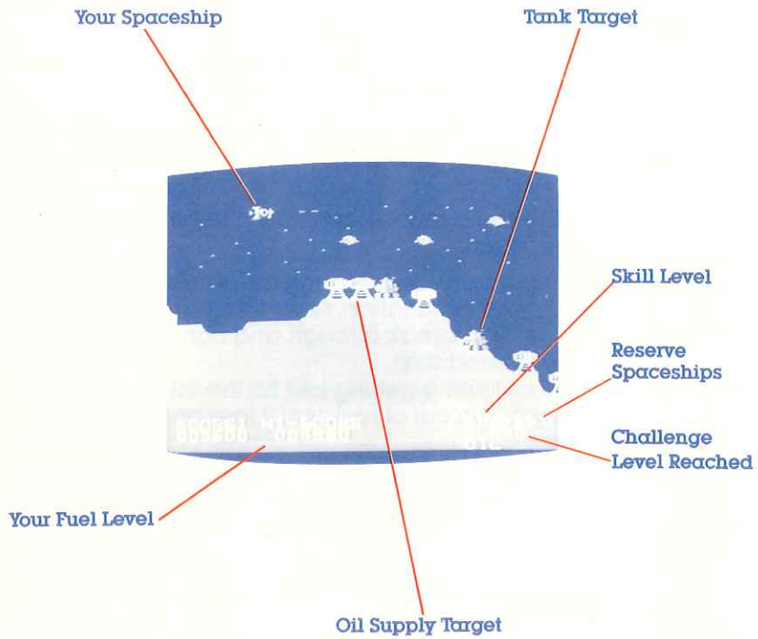
JOY CONTROLLERS



JOYSTICK CONTROLLERS

- Press Disk edge or move joystick in the direction you want your spaceship to fly: left, right, up or down.
- To shoot at targets in the air and drop bombs at the same time, press [SL] or [SR]. Keep pressing either of these buttons for automatic firing.

PLAY ACTION



- You start with 5 spaceships, one in the air and four in reserve.
- Use controller to steer your spaceship. Don't let it fly into mountains, targets, parts of buildings or anything in the air.
  —Fly toward the right until you reach the enemy command ship's protective wall of missiles.
- To hit targets, press SL or SR button. Hold for repeat firing.
- The enemy's defenses include:

FLYING SAUCERS

"METEOR" MISSILES

  —DANGER! You cannot shoot down "Meteor" missiles. Fly around them!
- Fly over mountains and through an armed city until you reach your destination. Keep firing at the wall of missiles until you break through and can shoot at the enemy command ship.
  —If your fuel level is getting low, hit the oil supply targets. If you run out of fuel, you'll lose one of your spaceships.
- When you destroy the enemy command ship you'll begin another mission, and everything will move faster!

SCORING

Each ground target you hit	40 points
Each flying saucer you hit	40 points
Each ground-based missile you hit	80 points
Destroy the enemy command ship	1,000 points

TO PLAY AGAIN

- When every player has lost all spaceships, wait to see:
  GAME—OVER
  RT—KEY
- Press RT, then wait for the computer to ask for the number of players in the next game. Press 1 or 2, then pick a skill level. Wait for the PLAYER-1 message to disappear, then start flying. Try to beat the HI SCORE!

90 DAY LIMITED WARRANTY

Tomy warrants to the original consumer purchaser of any video game cartridge it manufactures, that the cartridge will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with the proof of the date of purchase to either the retail store where purchased or, postage prepaid to:

Tomy Corp., Home Computer Division, Repair Center
P.O. Box 6252, Carson, CA 90749

for repair or replacement at no charge. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.

© 1983 Tomy Corporation
901 E. 233rd Street
Carson, CA 90749
Printed in Japan
All rights reserved

© Konami Industry 1981

TOMY TUTOR™

HOW TO PLAY

SCRAMBLE

® Konami